# How to / Trackmania / Dedicated server

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## Introduction

A dedicated Server is a Computer or Software, which is solely used for a certain purpose. Using a dedicated Trackmania server is a good platform for publishing newly made tracks.

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## Required software

A Text editor (like Notepad, which comes with WIndows, or Notepad++ (Freeware))
A Deflating Software to decompress ZIP archives (e.g. 7zip (Freeware)).

## Installation

First of all, load the Dedicated Server Software from the Nadeo servers...
Actual Server Version (TM-Forum)

If you have the game installed as well (which is not the case on an external, comercial dedicated game server), you can put the content of the archive into the same folder where your TM game is located, because the folder structure of the game and the server software are identical.

This will give you some advantage, since both programs can share some common resources.
You don't have to do this, you can also create a separate program folder for your server.

## Configuration

Open the folder of the server software.First you should go to "**\Gamedata\Config**", where you will find the "**dedicated_cfg.txt**" file and edit it with a text editor.

### Step-by-Step configuration

```
<name>SuperAdmin</name>
        <password>xxx</password>
<name>Admin</name>
        <password>xxx</password>
<name>User</name>
        <password>xxx</password>
```

Later on, when you install Aseco (a server control program with additional features), this account data will be used for accessing the server controls.

### Create a new "server account"

Each server logs on to the Trackmania system with the help of a simple **user account** ! Theoretically you could use your regular user account to run the server, but then you couldn't run the server and play TM at the same time, so you should **create a new free user account**.

When creating that account, note that the **Land/Zone of the account** will be used as the location, where your server will be found in the online server listing later on !

Only if you install Aseco later on, you can again change the Nation, in which's listing the server will appear.

ATTENTION TMUF USERS !
If you want to run a TMUF server, you must go to http://official.trackmania.com/tmf-dedicated/ , login there with your **Multiplayercode** (to be found at the back of your written manual or beeing supplied via email if you bought TM online)
When beeing logged in, click "**Add**" and create your **TMUF Dedicated Server Account**.
Hint: maybe your regular password won't be accepted, try another one.

As soon as you created your new account, edit these lines in the **"dedicated_cfg.txt"**.

```
<masterserver_account>
      <login>Account</login>
      <password>Password</password>
      <validation_key></validation_key>
</masterserver_account>
```

No need to enter something at "validation_key" the moment. Common servers don't need that.

### Some more changes

```
<server_options>
      <name>DESIRED SERVERNAME</name>
      <comment>Comment for the Server</comment>
      <hide_server>0</hide_server>
```

Name & comment for the servers, as it's supposed to be displayed in the game ( text formatting included).
If you want the server always to be visible to users, leave the *hide server* value at "0".

```
      <max_players>32</max_players>
      <password></password>

      <max_spectators>2</max_spectators>
      <password_spectator></password_spectator>

      <ladder_mode>forced</ladder_mode>
```

The maximum number of players and spectators, along with passwords required to join. The ladder mode will enforce a permanent connection from your server to Nadeo's master server, which administrates the player's ladder and points.

The following lines are important for the functionality of your server. Make a backup of your "dedicated_cfg.txt" before you change them.

```
      <force_ip_address></force_ip_address>
      <server_port>2352</server_port>
```

Change the port to 2352, so it won't interfere with your TM game.

```
      <server_p2p_port>3452</server_p2p_port>
```

Change the port to 3452, so it won't interfere with your TM game.

```
<client_port>0</client_port>
      <bind_ip_address></bind_ip_address>
      <use_nat_upnp></use_nat_upnp>

      <p2p_cache_size>600</p2p_cache_size>

      <xmlrpc_port>5002</xmlrpc_port>
```

Change the port to 5002, so it won't interfere with your TM game.

```
      <xmlrpc_allowremote>false</xmlrpc_allowremote>
```

Only set this this to "true", if Aseco/Fast/Other tools access the server from outside. If not, set it to "false" for security reasons.

```
      <packmask>stadium</packmask>
```

**Important for TMUF users !**
If you want to run a TMUF server, delete the "stadium" between the tags.

**Now save the "dedicated_cfg.txt".**

About the ports again: If you don't change the default values, your server won't run properly, because your TM game will try to use the same ports.

And don't forget, that your **Router/Firewall** is required to accept/pass data transfer on these new ports as well or nobody will see your server online.

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